Super Soldier

Fighting Profiles

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|  | Strike | Block | Shoot | Dodge | Zap |
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Special Mechanics

* Item – Melee and Missile Weapon are items. Items get an inherent -1B, but can’t be used when you are entangled, or restrained. They can be taken away, or broken, and can be temporarily given to another player to use.

Powers

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Cost** | **Rng** | **Acc** | **AoE** | **Burn** | **Effects** | **Enhancements** |
| Armored Helmet | B | N | 20 | -- | -- | Self | 0 | * Armor 1/0/0 * This is a buff and so does not count against the armor stack limit | * Armor / x3 / -- / 10P |
| Armored Suit | R | N | 20 | -- | -- | Self | 0 | * Armor 3/3/0 | * Armor / x3 / -- / 10P |
| Block | T | N | 10 | -- | -- | Self | 0 | * Your block skill increases by 1 | * None |
| Bonus Block | T | N | 20 | -- | -- | -- | 0 | * You gain an additional block before your defenses degrade | * Block+1 / x2 / -- / 20P |
| Bonus Dodge | T | N | 20 | -- | -- | -- | 0 | * You gain an additional dodge before your dodge degrades | * Dodge+1 / x2 / -- / 20P |
| Breather Mask | B | N | 20 | -- | -- | Self | 0 | * Can breathe underwater * Immune to gas/inhaled attacks | * None |
| Defensive Rush | B | C | 20 | -- | -- | Self | M | * Can be activated if under ½ hit points * Armor 3/3/3 * Defenses +2 * Initiative +2 * Accuracy -2 * Damage -2 * Cannot be used with Offensive Rush | * None |
| Dodge | T | N | 10 | -- | -- | Self | 0 | * Your dodge skill increases by 1 | * Dodge +1 / x2 / -- / 10P |
| Give Ground | Vm | C | 10 | -- | -- | Self | 0 | * When attacked you can choose to retreat a hex and get a +2 to your defense * Your opponent can follow you for free | * Improved – You can move up to 2 hexes when you give ground / x1 / -- / 10P * Improved – You can take up to ½ move when you give ground / x1 / +1B / 10P |
| Incredible Recovery | T | N | 20 | -- | -- | Self | 0 | * Your recovery dice are 2d6 | * Die Step / x2 / -- / 20P |
| Martial Arts | Amt | A | 20 | -- | -- | 1 tgt | 3 | * 2d6 + Reflex physical damage | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Pierce +1 / x3 / +0B / 10P |
| Melee Weapon | A+ | A | 20 | -- | -- | Self | 2 | * Damage +1d6 * Device | * Die Step / x3 / +0B / 10P |
| Missile Weapon | Ars | A | 20 | 4/ | 0 | 1 tgt | 3 | * 2d6 + Skill physical damage * Device | * Accuracy +2 / x2 / +0B / 10P * Burn -1 / x3 / -- / 10P * Burst – Roll 3 dice to hit / x1 / +3B / 20P * Dmg Die / x3 / +1B / 10P * Dmg Die / x3 / -2A / 10P * Range +1 / x3 / +0B / 6P |
| Offensive Rush | B | C | 20 | -- | -- | Self | M | * Can be activated if under ½ hit points * Accuracy +2 * Damage +4 * Initiative +2 * Defenses -2 * Cannot be used with Defensive Rush | * None |
| Prime Specimen | T | N | 20 | -- | -- | Self | 0 | * Move 2 * Proficient in all athletic tests * Athletic tests +4 * Hit Points +4 * Toughness Saves +2 | * None |
| Press the Attack | Vm | C | 10 | -- | -- | 1 tgr | E | * When you strike an opponent with a roll of 11 or 12, you can spend an energy to move them one hex * You can follow as a free action * Your target can resist this move by spending an energy | * Proc +1 / x3 / -- / 10P |
| Zealotry | R | N | 20 | -- | -- | Self | 0 | * 0/0/3 Armor * Mental Saves +2 * Zap Defense +2 | * Armor / x3 / -- /10P |